

Tomer Meltser

3D Environment Artist

📁 Employment History

3D Environment Artist at MPC, Vancouver

February 2018 – Present

Environment artist within the 3DDMP department, my responsibilities include:

- Layout, modeling and sculpting of large scale environments
- Creation of individual assets and textures
- Photogrammetry scanning and cleanup

PRODUCTIONS:

Skyscraper (2018), Aquaman (2018), Pokemon Detective Pikachu (2019)

Freelance Prop Artist at Dekogon Studios

August 2017 – Present

Responsible for building next-gen game assets as part of Dekogon Studios

🎓 Education

Think Tank Training Centre, Vancouver, BC

February 2017 – February 2018

Israeli Animation College

October 2014 – September 2016

🎓 Courses

UE4 Modular Environments, CGMA

September 2016 – December 2016

📄 Publications

3D World Magazine - Issue #229 (Showcase Feature)

<https://issuu.com/futurepublishing/docs/tdw229.issuu>

InCG Magazine - Issue #33 (Showcase Feature)

<https://www.cgvisual.com/>

80.lv - Breakdowns of past projects

<https://80.lv/articles/environment-breakdown-ocean-as-the-key-asset/>

<https://80.lv/articles/kowloon-beauty-of-the-back-alley/>

📄 Software Proficiency

Unreal, Unity, Maya, Photoshop, Substance Designer, Substance Painter, Zbrush, Marmoset Toolbag, Quixel Suite, Mari, World Machine, SpeedTree, Photscan, Marvelous Designer

Details

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Date of birth

14/06/1991

Nationality

Israel

Links

<https://www.meltsertomer.art/>

Skills

Environment Design

Asset Development

Shaders & Lookdev

Digital Sculpting

Lighting